

West Lafayette Parks and Recreation
2016 MEN'S Slow Pitch Softball League Rules
Revised 4/19/16

1. LENGTH OF GAMES

- A. League play will begin the week of May 9, 2016.
- B. Games will have a 60 minute time limit.
- C. There is a 15 run rule after the fourth and 10 run rule will be in effect after the fifth, or at the end of any subsequent complete inning.
- D. Each batter begins with 1-and-1 count. A batter is out on the second foul.
- E. Each player must play in at least five games prior to tournament. ***A signed roster needs to be turned into the Parks & Recreation Office before the player is counted as playing in a game. Captains are responsible for checking the Departments web site to make sure players names are correct.***
- F. International tie-breaking rule: At the start of the next inning, the last batter of the previous inning will start at second base. All batters will start with a 3 balls and 2 strikes count. The game will continue this way until one team out scores the other.

2. RULES

The rules governing the league will be the Amateur Softball Association (ASA) rules with the following exceptions:

- A. Eight players is the minimum number of players to start a game. An out is taken at the end of the lineup should a team begin with eight players. No outs are registered should a team begin with nine or ten players. One out will be registered if a team with nine players loses one player or a team that started with ten players loses either one or two players. Once a team has seven or fewer players, the game is forfeited.
- B. All players entering the game after it has started may be added to the end of the batting order.
They may assume any playing position.
- C. The arc of the pitch must be between 6 to 12 feet
- D. A foul tip that is caught for an out must have exceeded the height of the batter
- E. A courtesy runner may be used once and once only in an inning. (Rule 8 Section 9B2)
- F. Only four (4) HOME runs permitted per game per team. Fifth (5th) HOME run is an automatic out.

3. PRE-GAME PRACTICE

- A. No infield practice will be permitted on the diamond prior to the game.
- B. No batting practice will be permitted between games.
- C. There will be no infield practice allowed on the field between games. When a game ends, the next game will start at the scheduled time or soon as possible.

4. UNIFORMS

- A. No metal spikes are allowed.
- B. Jewelry such as watches and rings should be removed for safety.

5. BALLS

- A. The game ball shall not be used by the pitcher to warm up with prior to the game.
- B. The home team shall be given the game ball.

6. HOME TEAM

- A. In all games, the home team uses the third base dugout.

7. THROWING THE BAT

- A. If a batter throws the bat for the second time in one game the batter will be ejected from the game.

8. INJURY RULE

- A. An injured player may be replaced by a player from his team who normally could not return to the game.
- B. The extra player can replace an injured player if no other option is available.

9. AWARDS

- A. Both sponsor and individual awards will be given for league and tournament winners. (15 awards per team.) If two teams tie for either first or second place, the team scoring the most total runs in the two games played by the two teams will be declared the winner. If only playing once, the team that wins that game will be winner. If more than two teams tie for league awards, a coin flip will determine the winner.

10. BLOOD RULE

- A. Is by the book with the stipulation that the length of time is considered reasonable is five minutes.